

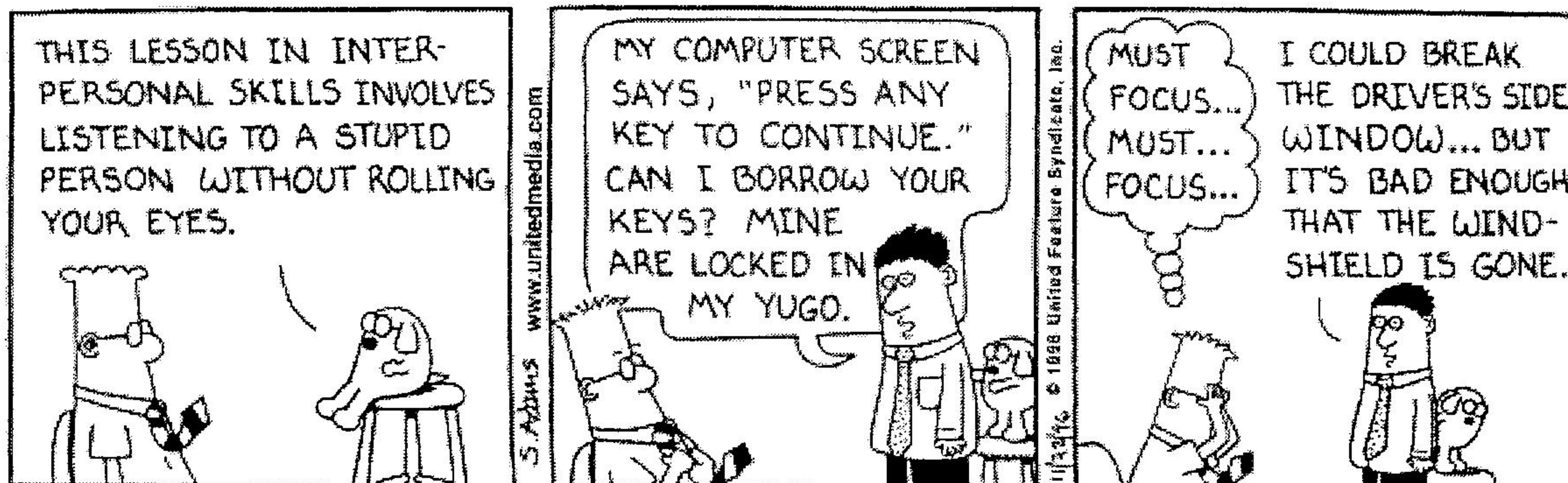
Wing Commander V Component Leaders Meeting (CLM)

December 06, 1996

Agenda

- Last week's issues.
- This week's reports.
- General discussion.

Weekly Dilbert



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Wing Commander V - Status Report
For the week ending on: December 06, 1996

Project Overview

This Week:

1. Discussions of office move.
2. Talks with all component leads.
3. Trying to get accelerator cards for team so we can further explore scalability issues.
4. Talks with Rod about what's EAs take on WC5.

Next Week:

1. Meetings.

Issues & Possible Roadblocks:

1. November milestones - how did they go?
2. Capship requirements - discussions in email ok?
3. WC5 being left in the dark about EA's issues?
4. ACE hires - we need to accelerate.
5. Office move - what are current plans and are they ok with all?
6. Goals for month (include month) ☺

Summary:

Art

Art Director:

This Week:

- 1) We finally received a package from Cherie and it is less than impressive, Chris, Adam and I will get together and give her our feedback.
- 2) Still waiting for that powderpuff Syd to send along his images.
- 3) More work done with ship construction.
- 4) Meet with Marc Baird and Adam on thumbnail boards for intro.
- 5) More test images and objects were put into game engine
- 6) Waiting to hear word from all the upper level meetings

Next Week:

- 1) I should hope that we have feedback to Cherie and Syd on their packages
- 2) I would like to hold informal movie lunches to get the artists minds right, no dirt in my ditch boss...
- 3) Sit down with Tony, Sean, Jeff and others to finalize art-game engine pipeline.
- 4) Hammer out working relationship with Hazardous Duty art staff, are we a pool or just separate teams?
- 5) I plan on sitting in on interview with Mike DeSonto and H.D. team.

Goals for the Month:

- 1) Get as much done before Christmas, wrap up Syd's involvement?

Summary:

Still waiting on some art packages for Syd and feedback discussions begin on Cherie Baker's work. Ship construction continues and more work going into capital ship and art-game engine pipeline.

Production Designer:

This Week:

1. Worked on Vampire model
2. Did some alien fighter sketching
3. Waited and waited and waited on package from Syd Mead
4. Finished up textured capship test (looks like we'll need another in the future, though).

Next Week:

1. Alien ship design begins in earnest (multiple artists involved)
2. Finish Vampire (if time permits)

Goals for the Month:

1. Lots of alien ship design done by Christmas
2. Finish the damned Vampire (polys and all)
3. Maintain sanity through Christmas shopping season.

Issues & Possible Roadblocks:

1. Which artists are going to be involved in designing alien ships?
2. I really feel that Mead has been dragging his feet and not giving us priority in his work. Are we not paying him enough? I'm tired of waiting.
3. What is the status of Gamegen? If it isn't going to work, shouldn't we be starting on our own editor ASAP?

4. Can Billy or one of the designers go through the current missions and count the different types of objects in each (to count the number of texture maps each mission demands)? It looks like we'll need to know this to best design our capital ships.
5. What's the status of improving the spaceflight light sourcing?
6. How are we going to make Alias textures for the alien ships? I doubt hand-drawn textures will live up to our current quality standards, and our photos of modern aircraft obviously won't do. Is it time for another photo-taking trip? Of what and to where?
7. Why is Frank Roan so obsessed with this Fabio character?

Summary:

We will be designing alien ships the week of the 9th. Hopefully we'll have new sketches from Syd: if not, we'll go ahead without him.

Programming

This Week:

1. Cockpits
2. AI Commands
3. Worked on meshing the AI commands with new dynamics
4. New virtual keyboard system implemented
5. MED / spaceflight / gameflow
6. Schedule issues

Next Week:

1. Further AI/Dynamics work
2. More cockpit work
3. MED commands
4. Finish up schedule issues

Goals for the Month (December):

1. AI works properly with dynamics
2. Structures in place for formation flight
3. Cockpit HUD creating working gauges from data files
4. ACE sound system framework finalized and in the game
5. Multiple gameflow rooms with place holder art
6. Work out the craziness that still exists in the schedule

Issues & Possible Roadblocks:

1. ACE positions need to be filled soon

Summary:

Designers are currently working with the mission editor creating sample mission files. The new virtual keyboard system has been implemented. AI is being modified to take into account.

Design

This Week:

1. Worked with Programmers on MED.
2. Learned some of the functionality of MED. Basic stuff, and the event handler.
3. Marcus, Ben and Jeff are contributing efforts towards bug testing MED
4. John is working w/ Hugh on First Series Cool shit for Adam
5. John and Hugh are working on additional HUD stuff, gauges, etc.

Next Week:

1. More MED. User-defined functions, etc.
2. Give Bing our solutions to his concerns
3. Get ready for move?
4. Try to simulate missions to find functions/etc. that aren't active yet. Most that have been found are on the plate, but you never know.

Goals for the Month:

1. Get as many designers on MED as possible.
2. Get mono monitors on designers' desks

Issues & Possible Roadblocks:

1. How much impact will Bing have?
2. Do we need to give a short programming class for designers on MED?
3. Jeff Shelton will be taking sabbatical for Dec + Jan. (There was no where else to put this.)
4. Paul gave his 3 week notice?
5. Ed gave his 2 week notice.
6. Possible problems with David Wu's rasterizer? (Pete?)
7. Tony needs to fill those ACE slots
8. We need a plan for object editing, soon, and for the future.
9. Sound system limitations will have severe impact upon sound design. The sooner we figure out whether we're using IX, the better.
10. Multi-player or not. I hear that the execs like multi-player and that scares me. We need to make up our minds and stick to the same story, so we don't have a leak. Last I heard, we were going to possibly put in multi-player in the simulator. Has this changed? Will we? Should we plan another SKU to handle this? Rod?

"P2 - ship John + Marcus"

Summary:

The designers are beginning to get their hands wet with MED. There are a lot of issues being solved, and it's actually possible to create a mission that you can fly. All in all, the mission editor is pretty damn impressive, and looks to only get better.

Jeff Shelton will be taking sabbatical for Dec + Jan.

Audio

This Week:

1. Mix room analyzed
2. Martin replacement interviews
3. Console ordered
4. Started moving video stuff

Next Week:

1. Continue moving equip.
2. Hire Martin's replacement
3. Wire mix room for a/c

Goals for the Month:

1. Prepare cabling specs for Jan
2. Train new hire

Issues & Possible Roadblocks:

1. Need script to come in soon!

Summary:

Mix room analyzed, martin replacement interviews, console ordered, started moving video stuff. Looking forward to script and training new hire.

Movie Production

This Week

1. Feedback on mission and story from Bing.

2. Prepro on Prepro doc. (in conjunction with Art, Design and Programming)
 - Detailed Mission maps for series B
 - Conceptual art for ships and alien design
 - Evaluation of Missions in Series B (in fact, continuing to all Series)
 - Storyboards for open
 - AI specs from Jason Hughes (What can we do that is cool as player? What will we see enemy do that will be a leap from previous Wings?)
3. Writers have assimilated changes from Series A moving to SIM and set changes. The series A thing was harder than they thought. Paying close attention to referencing SIM in dialogue throughout Story.
4. Met with Mark Baird and Mark V. to board open.
5. (Cherie Baker's designs arrived—See Art)
6. Shift production schedule—Production Dept. heads.
7. Legal discussion for Production. (Phone conf. With EA)

Next Week

1. Script ETA and details
2. Studio space with Mark Day
3. Editor for Wing 5 (more choices for Jay)
4. Work on Prepro doc. ETA?
5. Mission/Story with Billy

30 Day

1. 1st draft in hand.
2. Into changes.

Issues

1. Evaluating Bing's concerns.
2. Indirect: Exec staff

Summary

Evaluating feedback on mission and story from Bing. Assembling a prepro. doc. for Wing 5 in conjunction with Art, Design and Programming. Writers have assimilated changes from Series A moving to SIM and set changes (and are paying close attention to referencing SIM in dialogue throughout story).